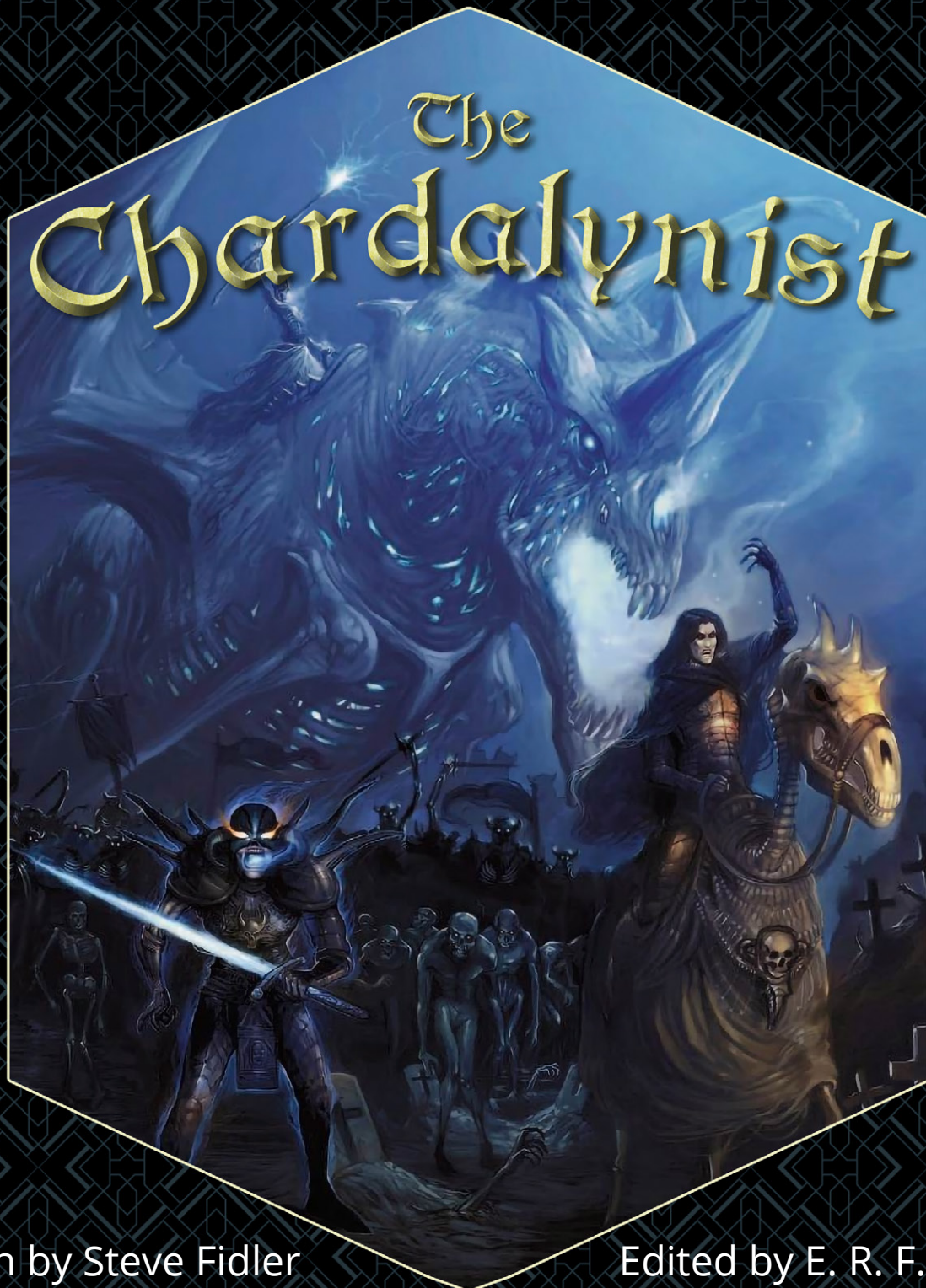


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Chardalynist

There is nothing more appealing to an artificer than some new material to explore: testing the metallurgical properties, mixing liquids and recording their reactions, and learning how to use these findings to produce a new and wonderful contraption. The artificers of ancient Netheril made much use of chardalyn, an obsidian-like gemstone, in their spellcasting. The full extent of this knowledge was lost with the empire, and the gemstones primarily became a vessel for storing magic.

When Crenshinibon was believed to have been destroyed in 1366 DR, its powerful necromantic energy suffused the land with corrupting magic, transforming chardalyn into what is also known as black ice. The material is dangerous to handle, capable of corrupting the bearer—but its magical properties are rife for exploitation by an individual with the right tools to handle it.

Tool Proficiency

3rd-level Chardalynist feature

You gain proficiency with jeweler's tools and glass-blower's tools. If you already have either of these proficiencies, you gain proficiency with another type of artisan's tools instead.

Chardalyn Spells

3rd-level Chardalynist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Chardalynist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Chardalynist Spells

Artificer Level Spell

3rd	<i>inflict wounds, ray of sickness</i>
5th	<i>crown of madness, Nystul's magic aura</i>
9th	<i>animate dead, hypnotic pattern</i>
13th	<i>blight, sickening radiance</i> ^{XGE}
17th	<i>danse macabre</i> ^{XGE} , <i>seeming</i>

Corruption

3rd-level Chardalynist feature

As an action, you can infuse a dead Medium or smaller creature with undeath, provided it has been dead no longer than 1 minute. This creature is a chardalyn-corrupted facsimile of its previous form, limited only by the chardalyn's effect on its physiology and your prowess in reanimating it. Chardalyn can only animate a creature that is a beast, dragon, humanoid, giant, or monstrosity. You can only have one creature animated this way, and if you attempt to animate another, the first one falls lifeless to the ground. The size of creatures you can animate increases by one size when you reach 6th level (Large or smaller) and 10th level (Huge or smaller).

A corrupted creature uses the statistics of the original creature, with the following changes:

- Its hit points are equal to 5 x your artificer level.
- Its AC is equal to 10 + half your artificer level (rounded down).
- Its creature type becomes undead.
- It loses the Multiattack action, if it had one.
- It can't cast spells.

In combat, the corrupted creature shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search actions.

When you use your bonus action to instruct the creature to take an action that would deal damage, the damage roll in its stat block is replaced with 1d10 if the action can only damage a single creature, or 1d6 if it can damage multiple creatures. This damage increases by one die when you reach 5th level (2d10 or 2d6), 11th level (3d10 or 3d6), and 17th level (4d10 or 4d6).

If the action requires a saving throw, the DC is equal to your artificer spell save DC.

Empower. When the corrupted creature hits a creature with an attack, you can expend a spell slot to deal extra necrotic damage to the target. The amount of damage is based on the level of the slot used, as shown on the Empowered Damage table below.

Empowered Damage

Slot Level	One Target	Multiple Targets
1st	2d10	2d6
2nd	3d10	4d6
3rd	5d10	6d6
4th or higher	6d10	7d6

Black Ice Magic

5th-level Chardalynist feature

You've learned to imbue your spellcasting focus with necromantic energy. When you finish a long rest, you can use jeweler's tools or glassblower's tools to shape black ice into a wand, staff, or rod. The focus becomes inert if you later shape a new spellcasting focus.

When you cast an artificer spell through a black ice spellcasting focus, roll a d8 and add the result to one of the spell's damage rolls.

Transfusion

9th-level Chardalynist feature

As a bonus action, you can take 3d8 necrotic damage, which can't be reduced in any way, and one undead creature of your choice within 30 feet of you regains a number of hit points equal to twice the necrotic damage you take.

Chardalyn Spell Gem

15th-level Chardalynist feature

When you imbue an item with the Spell-Storing Item feature, you can choose to embed it with a shard of black ice. An item empowered in this way can cast its stored spell even if it has expended all of its uses.

When you cast from an item with no remaining uses, roll a d10. If the result is equal to or less than the level of the spell cast, the spellcasting focus shatters. When it does, each creature within 30 feet must make a Constitution saving throw against your artificer spell save DC, taking 3d10 necrotic damage per spell level on a failed save or half as much on a successful one.

